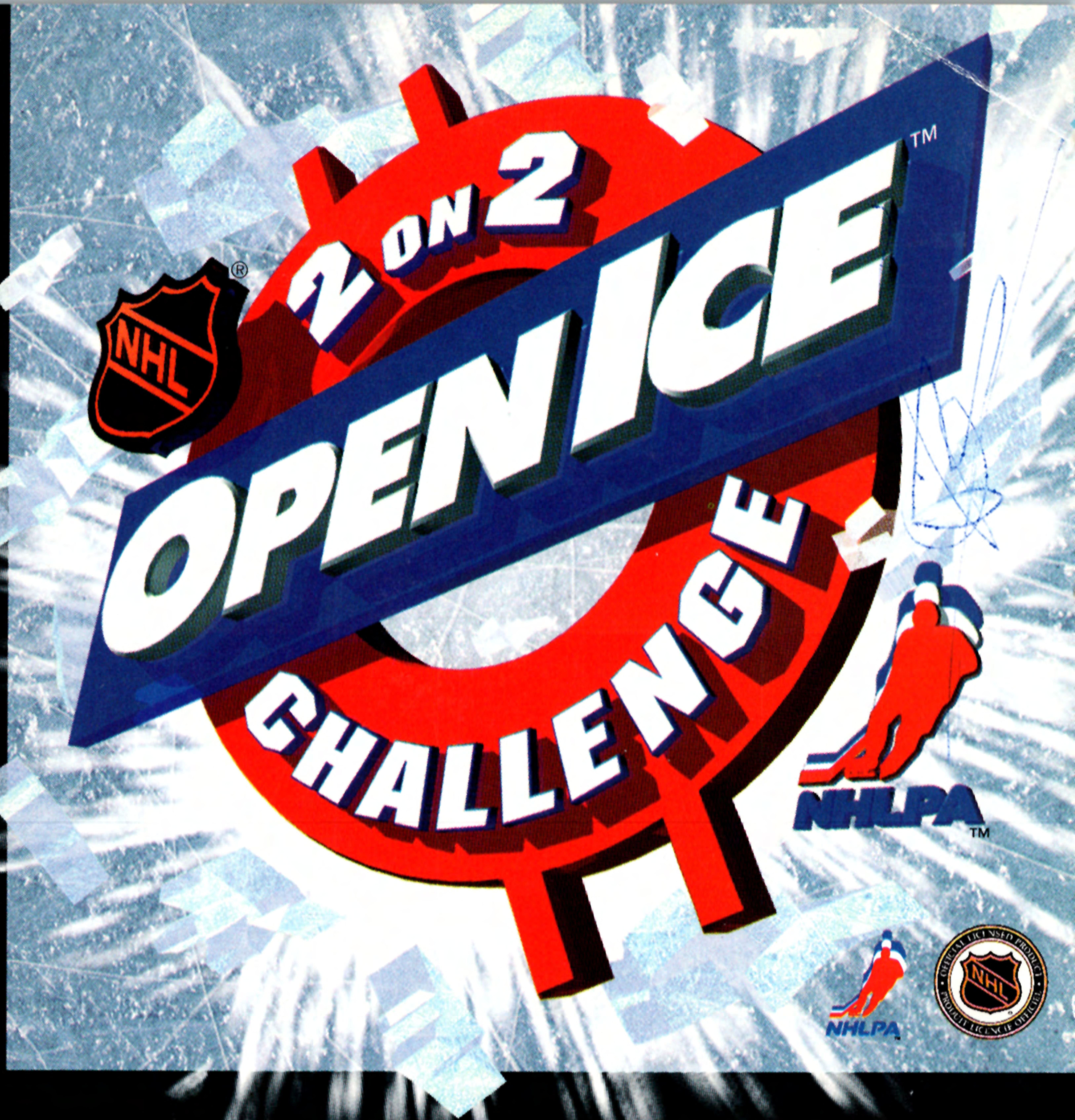
PlayStation™

NTSC U/C

PlayStation™



NHL® 2 ON 2 OPEN ICE CHALLENGE™

NHLPA™

NHLPA

KIDS TO ADULTS
KA™
CONTENT RATED BY ESRB

SLUS-00327

MIDWAY®

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation™ game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Do not connect your PlayStation™ game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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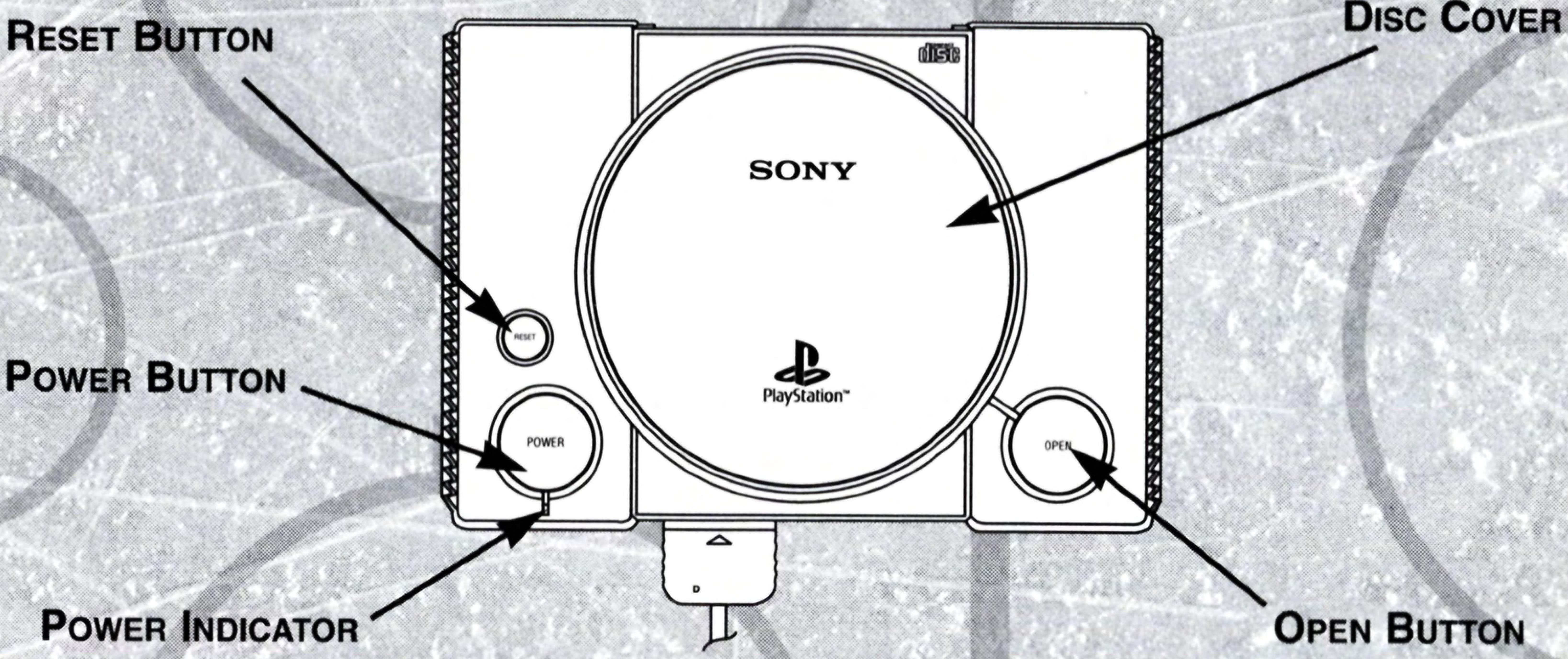
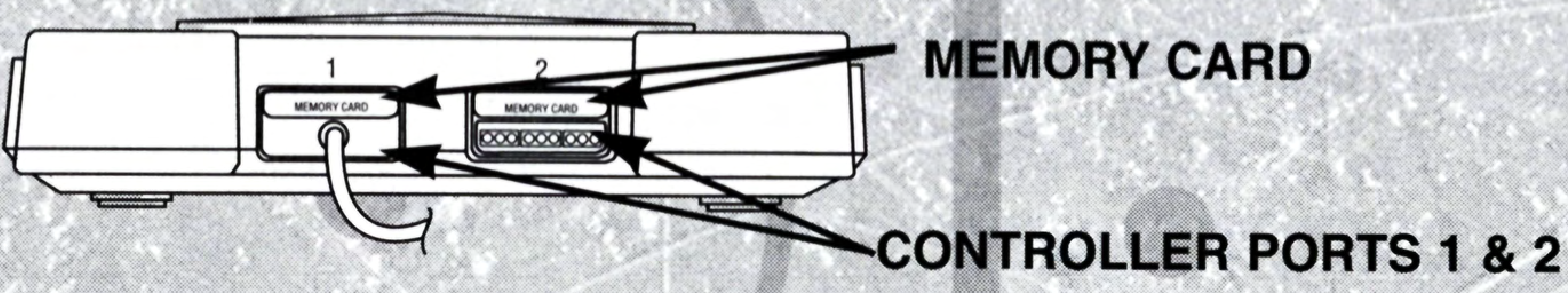
GETTING STARTED

Set up your PlayStation™ Game Console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the *Open Ice*™ disc and close the disc cover. Insert game controllers and turn on the PlayStation™ Game Console. Follow on-screen instructions to start a game.

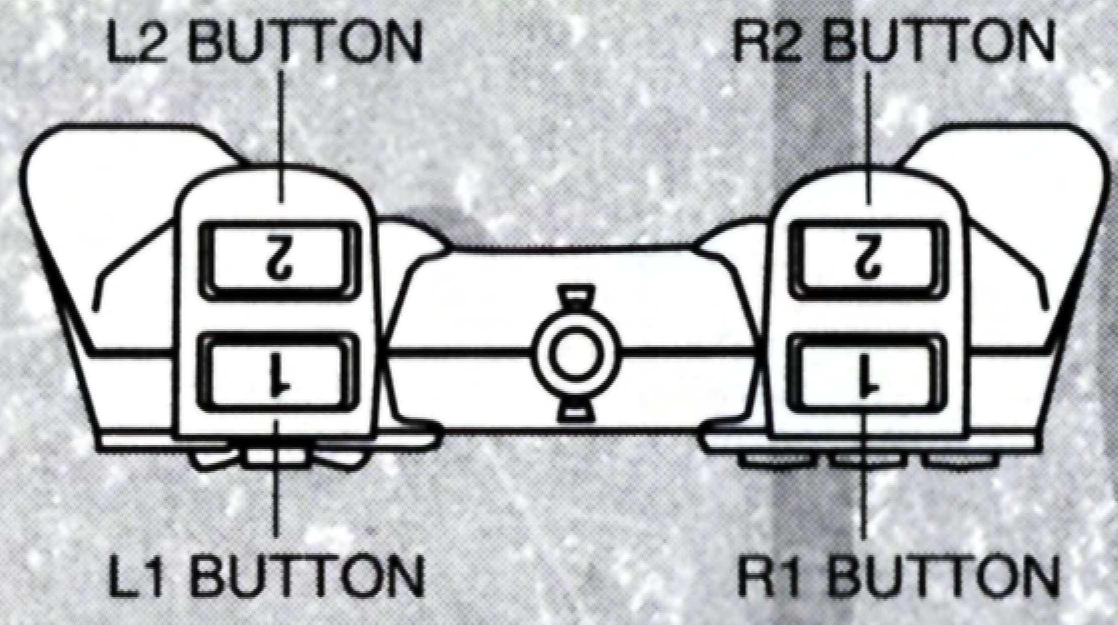

RESET BUTTON
DISC COVER
disc
SONY
RESET
POWER BUTTON
POWER
PlayStation
OPEN
POWER INDICATOR
OPEN BUTTON


1
2
MEMORY CARD
MEMORY CARD
MEMORY CARD
CONTROLLER PORTS 1 & 2

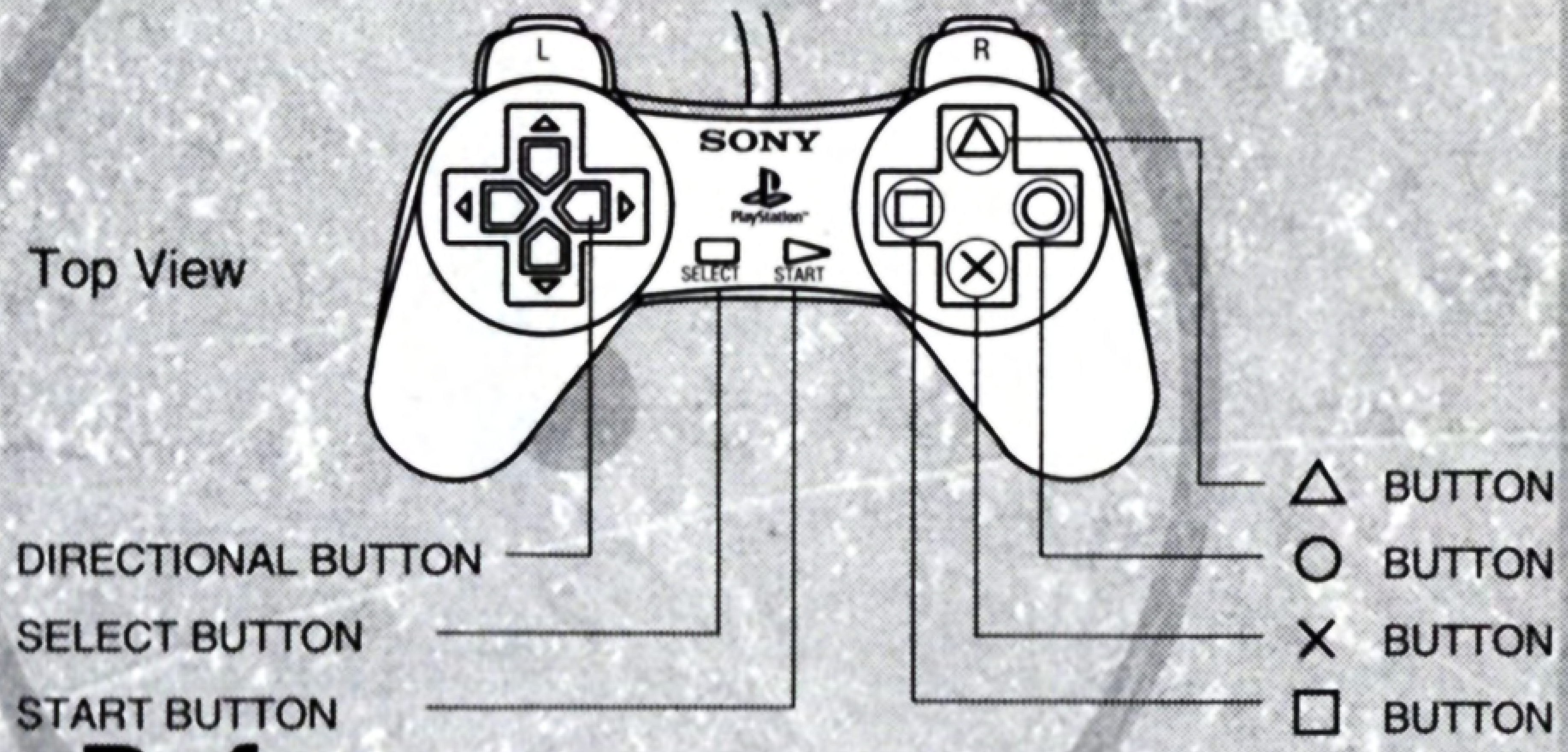
Note: This game does not crash even if the Memory Card is removed or reinserted into a slot. Do not remove or insert a Memory Card while saving or loading a game.

DEFAULT CONTROLS

Front View


L2 BUTTON
R2 BUTTON
L1 BUTTON
R1 BUTTON

Top View


L
R
SONY
PlayStation
SELECT
START
△ BUTTON
○ BUTTON
✕ BUTTON
□ BUTTON
DIRECTIONAL BUTTON
SELECT BUTTON
START BUTTON

Offense:

Shoot	❐ or Δ **Button**
Pass	**X or O Button**
Super Shot	**Turbo** + **Shoot**
Turbo	**L1, L2, R1 or R2**

Defense:

Block	❐ or Δ **Button**
Steal	**X or O Button**
Check	**Turbo** + **Pass**
Turbo	**L1, L2, R1 or R2**

Press **START** to pause the game. To quit a game in progress, press **START**, then press **SELECT**. The Continue/Quit menu will appear. Select "**Quit**", then select "**Yes**" to exit the game, or select "**Continue**" to return to your game.

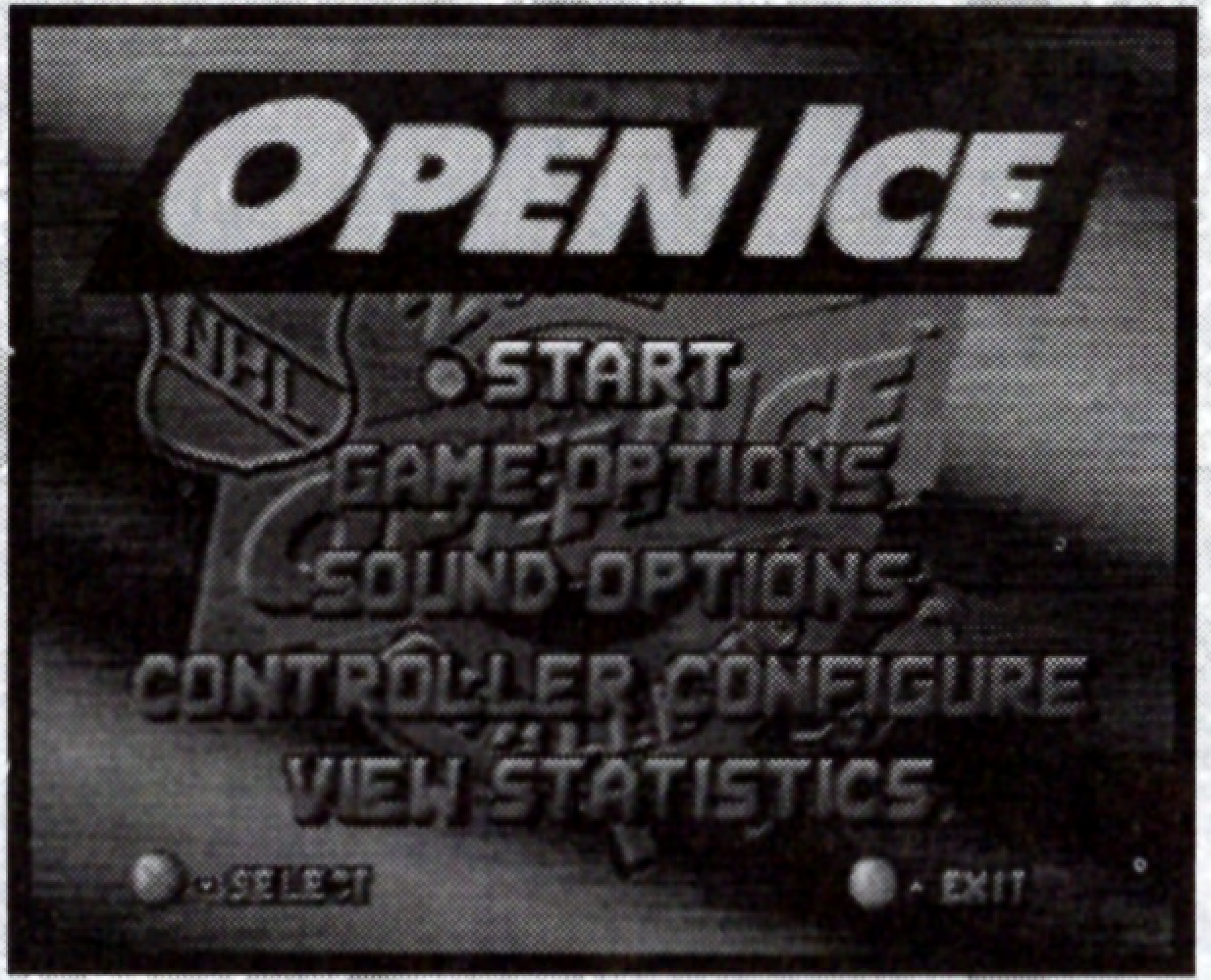
Menu Selections

- Press **Directional Button Up**, **Down**, **Left** or **Right** to highlight options
- Press the **X Button** to select options

Multiple Players

Open Ice supports up to 4 players with a Multi Tap plugged into your PlayStation console (4 controllers maximum). At anytime before or during a game, players can begin or join a game in progress automatically by picking up a controller and pressing the **START Button**.

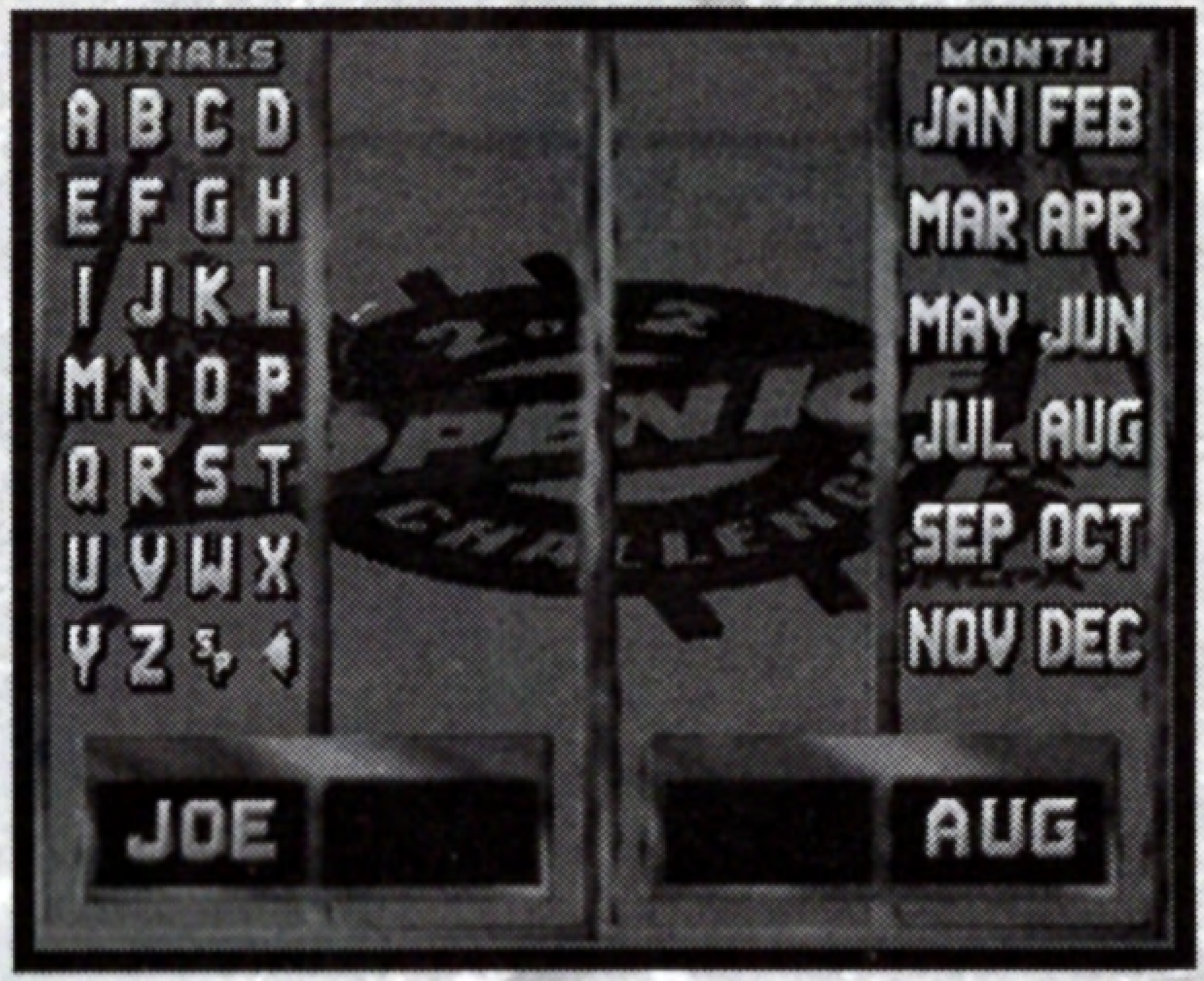
MAIN MENU


OPEN ICE
NHL
START
GAME OPTIONS
SOUND OPTIONS
CONTROLLER CONFIGURE
VIEW STATISTICS
SELECT
EXIT

Anytime during the demo, press the **START Button** to view the Main Menu. Press your **Directional Button Up** or **Down** to highlight an option, then press the **X Button** to select one of these five options:

- **Start** - This option is the quickest route to the ice. You can enter a name and pin number or just play a game (see next page).
- **Game Options** - The Game Options Menu lets you make several changes to your game's configuration (see **Game Options**, pg. 7).
- **Sound Options** - Make changes to the game's music and sound effects levels (see **Sound Options**, pg. 8).
- **Controller Configure** - You can make changes to the default controller configurations (see **Controller Configuration**, pg. 9).
- **View Statistics** - With a Memory Card inserted in your PlayStation console, the game will save cumulative statistics. Select this option to view the statistics (see **View Statistics**, pg. 10).

START



When you select **Start** from the Main Menu, you can select **YES** to enter your initials for record keeping, or select **NO** to go directly to the Team Selection Screen (see **Team Selection**, pg. 10)

Entering Initials

Using a Multi Tap, up to 4 players can enter a name and birthday prior to each game. The game will accumulate and save your personal stats each time you enter a name and birthday. With a Memory Card inserted in your PlayStation, all statistics accumulated from the games played will be saved to the Memory Card.

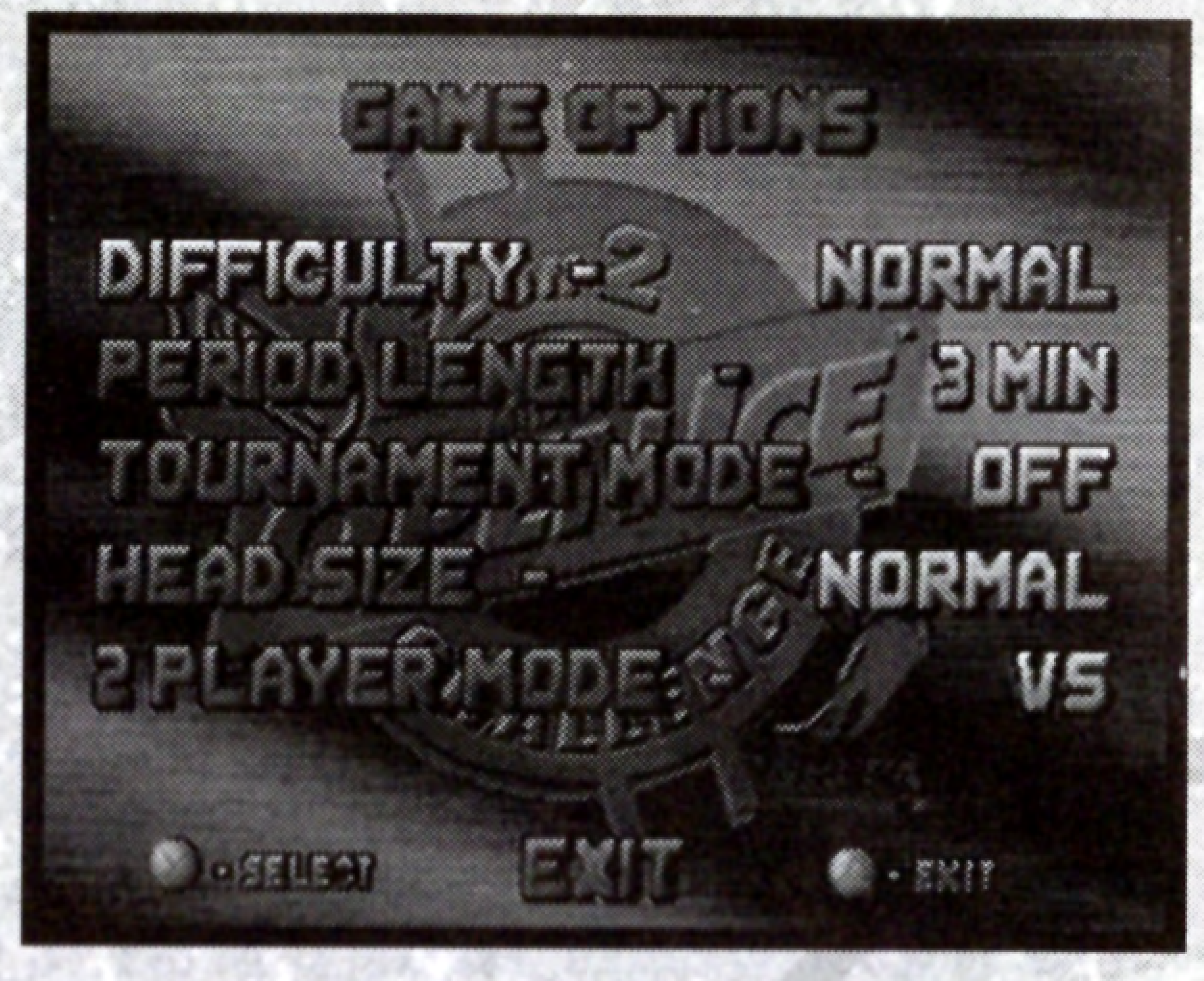
To enter your initials and pin number:

1 Press **Up**, **Down**, **Left** or **Right** to highlight characters, then press the **X Button** to select.

2 Repeat step **1** to enter the characters you want. Select **SP** (space) to separate letters or ◀ (delete) to fix mistakes. After the third letter, your initials will automatically be entered.

3 Press your **Directional Button Up**, **Down**, **Left** or **Right** to highlight a month, then press the **X Button** to select it. Repeat the process to select a day of the month, then you'll automatically go to the Team Selection Screen (see **Team Selection**, pg. 11). If you are entering initials previously saved to the Memory Card, statistics saved to those initials will appear.

GAME OPTIONS



DIFFICULTY - NORMAL
PERIOD LENGTH - 3 MIN
TOURNAMENT MODE - OFF
HEAD SIZE - NORMAL
2 PLAYER MODE - VS

To make changes within the Game Options Menu, press the **Directional Button Up** or **Down** to highlight an option, then press the **X Button** to select. Press **Left** or **Right** to make changes. Select from the these options to make modifications to the game's default configuration:

- **Difficulty** - Select one of the following settings to adjust the game's difficulty to meet your skill level: **Very Easy**, **Easy**, **Normal** (default), **Hard** or **Very Hard**. In an easy setting, it will be easier to move up and down the ice and score against CPU players. In hard settings, CPU players step up their intensity, making it harder to score.

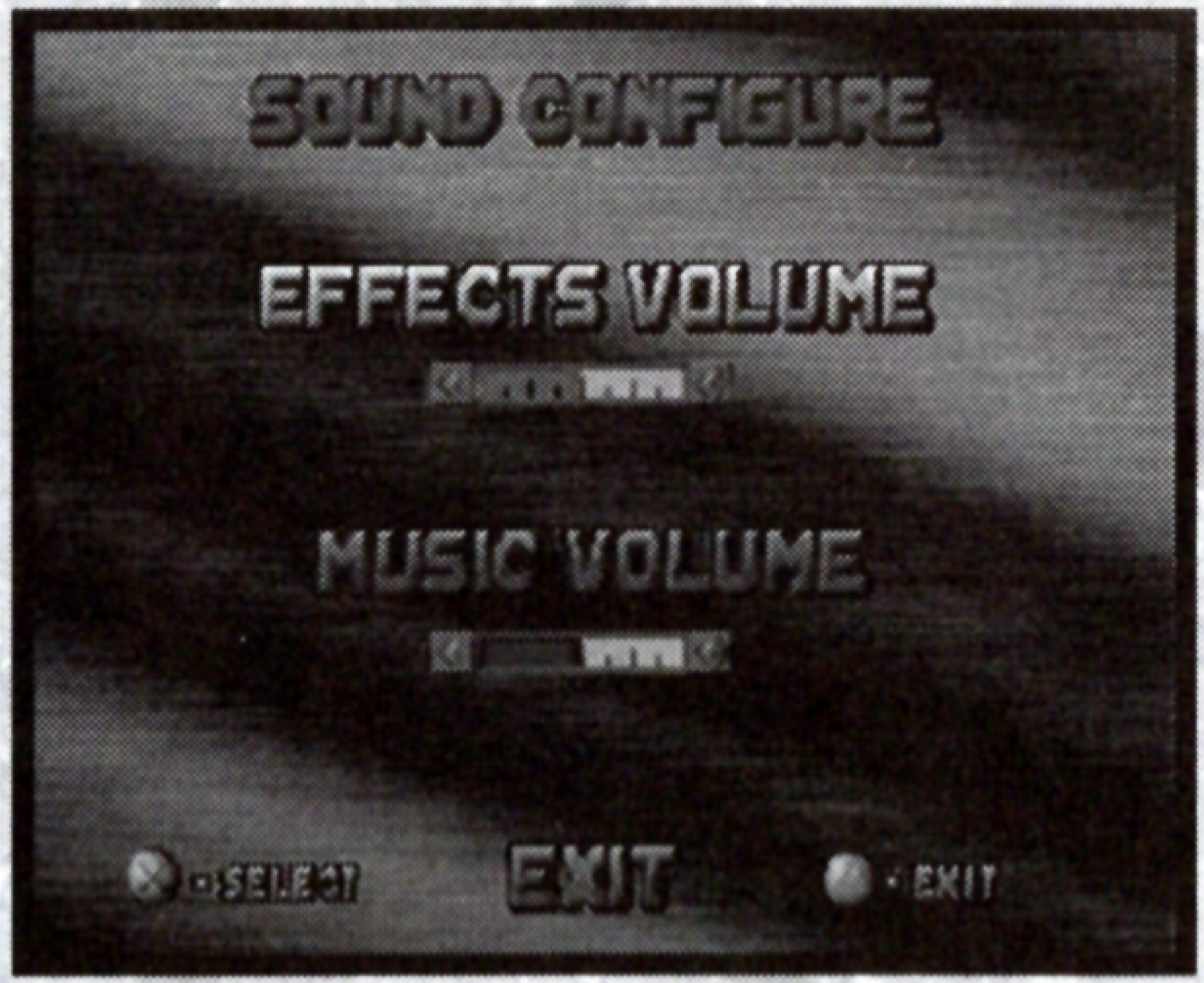
- **Period Length** - The period length can be set low for a fast do-or-die contest, or you can set the period length high for a marathon scoring fest. Select from **1** to **9** minute periods.

Tournament Mode - Turn this setting **ON** or **OFF** (default). With Tournament Mode **OFF**, the game enables Computer Assistance. With computer assistance enabled, your opponent will always remain competitive. If you achieve a large lead, their scoring chances increase. Turn this option **ON** to disable Computer Assistance.

Head Size - Select **Big** to put an oversized head on your player. By viewing his face, it will be easier to distinguish your player from the others on the ice. The default selection is **Normal**.

2 Player mode - Select "**VS**" to play a 2-player game against a friend. Select "**CO-OP**" to team up with a buddy against the CPU.

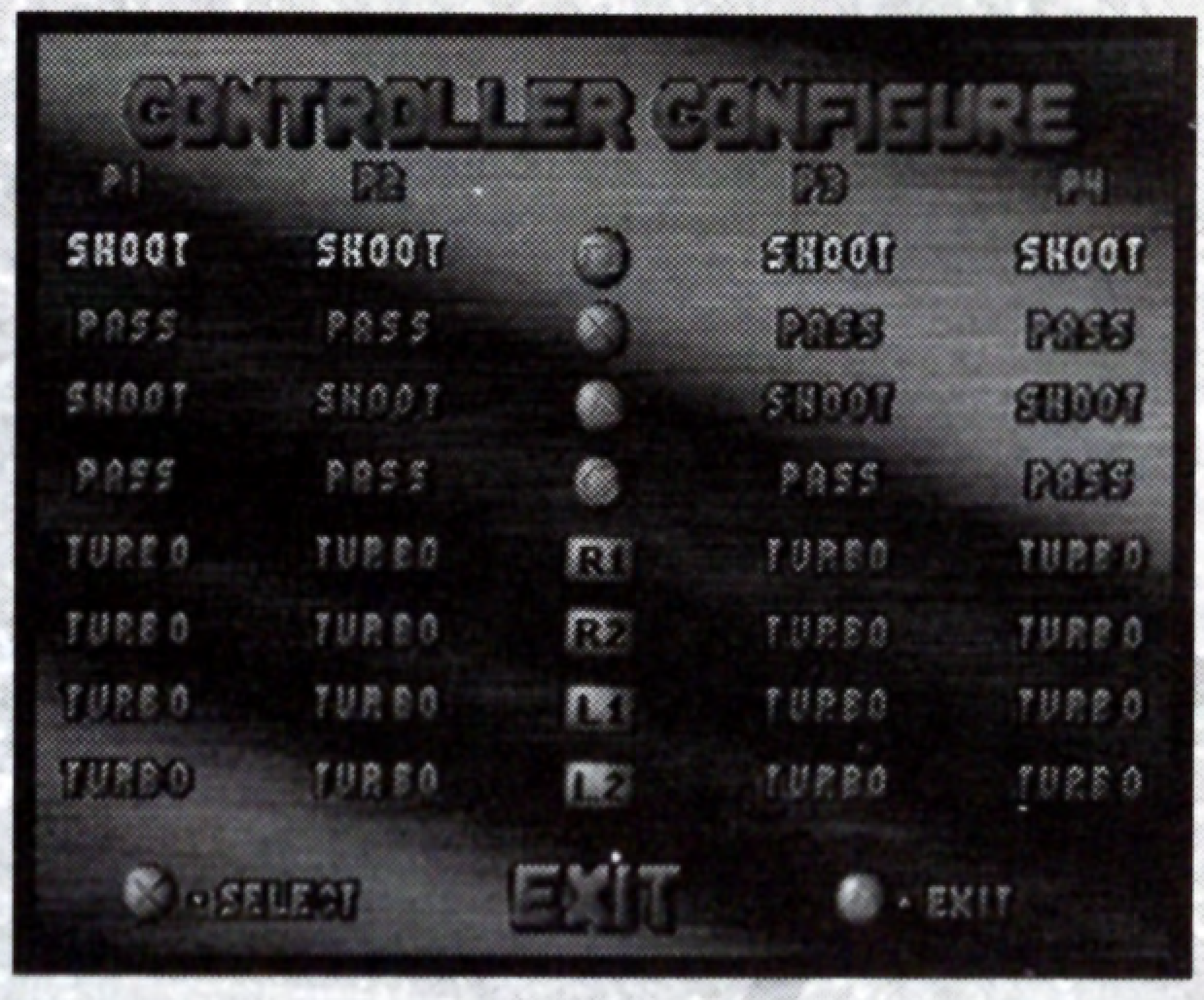
SOUND OPTIONS


SOUND CONFIGURE
EFFECTS VOLUME
MUSIC VOLUME
= SELECT
EXIT
- EXIT

You can make adjustments to the game's **Sound Effects** or **Music** volume levels from this menu. Press the **Directional Button Up** or **Down** to highlight an option, then press the **X Button** to select it. Press **Left** or **Right** to make changes.

CONTROLLER CONFIGURE

Open Ice controls can be modified to fit your needs. The Controller Configure Menu displays the default controls configuration for players 1 through 4. The column you modify corresponds to the controller you're using. The game's interface will detect the controller you're using, so you won't have to select a column. To modify controls:



CONTROLLER CONFIGURE

P1	P2		P3	P4
SHOOT	SHOOT	●	SHOOT	SHOOT
PASS	PASS	⊗	PASS	PASS
SHOOT	SHOOT	●	SHOOT	SHOOT
PASS	PASS	●	PASS	PASS
TURBO	TURBO	R1	TURBO	TURBO
TURBO	TURBO	R2	TURBO	TURBO
TURBO	TURBO	L1	TURBO	TURBO
TURBO	TURBO	L2	TURBO	TURBO

⊗ - SELECT EXIT ● - EXIT

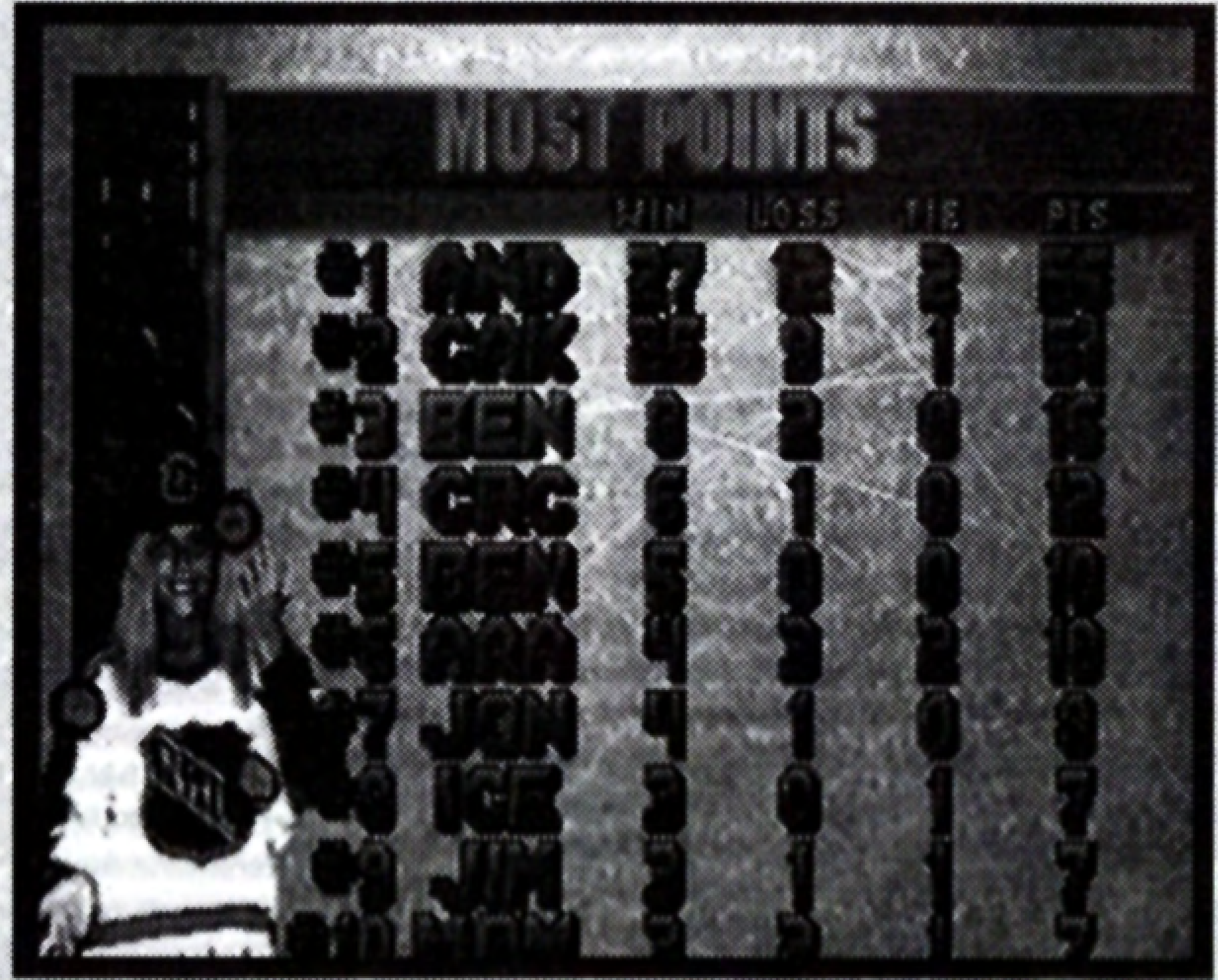
1 Press the **Directional Button Up** or **Down** to highlight the control you want to modify.

2 Press **Left** or **Right** to cycle through the controller settings. The action you select will be configured to the controller button displayed in the middle of the screen.

3 Repeat the process to make all modifications, then select **Exit** to accept the changes and return to the Main Menu.

Note: When using a Memory Card, your custom configurations will be saved even after you power down or reset the system.

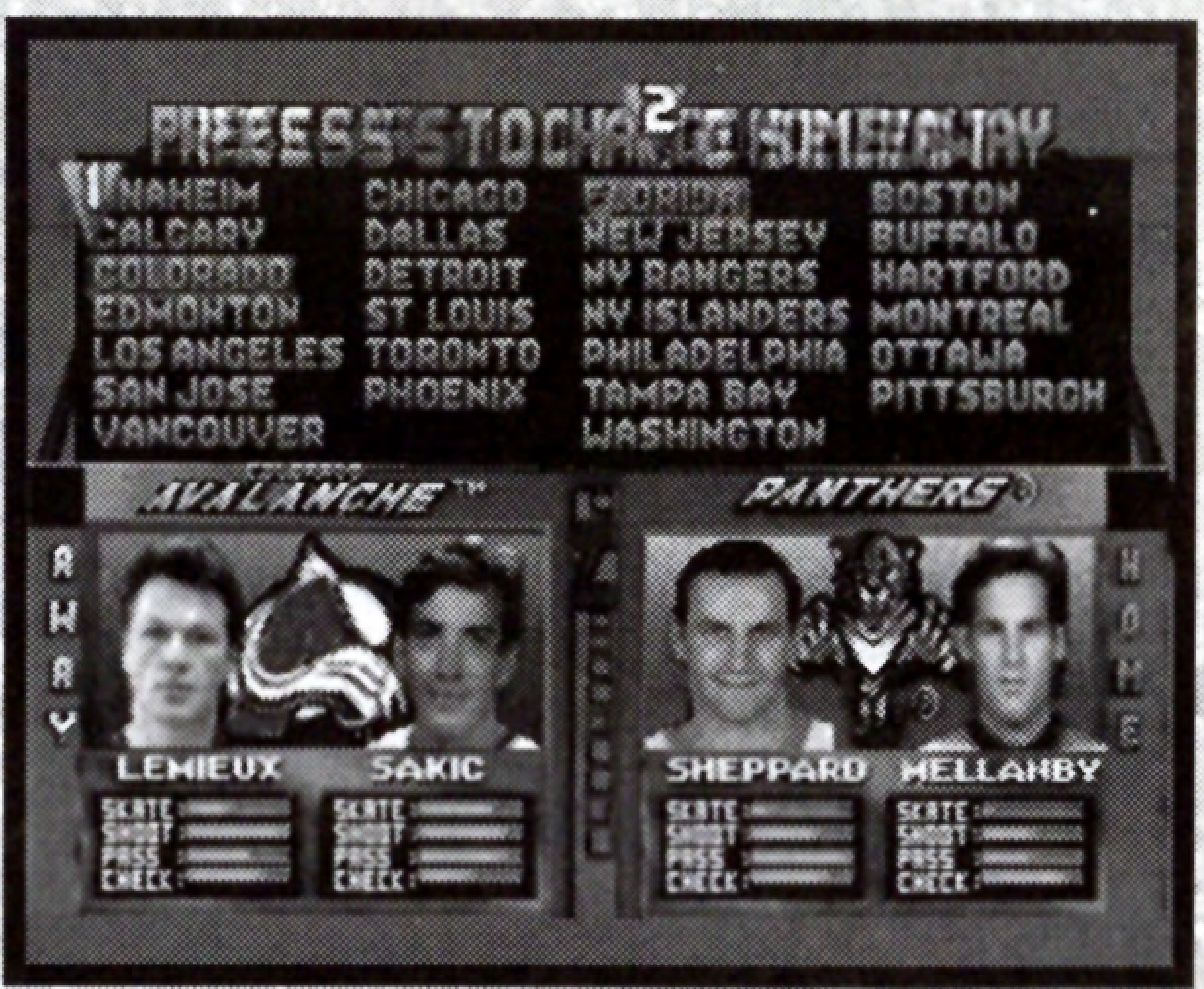
VIEW STATISTICS



With a Memory Card inserted in your PlayStation Console, you can select this option to view player statistics accumulated from the games you've played. The screen will display saved stats for these categories: **Most Games**, **Most Points** and **Best Win Percentage**.

As long as a Memory Card is inserted in your console, these stats will be permanently saved. When you select this option, the game will load the data from the Memory Card. If no card is inserted in the console, the View Statistics Screen will display No Stats.

TEAM SELECTION


NAHEIM
CALGARY
COLORADO
EDMONTON
LOS ANGELES
SAN JOSE
VANCOUVER
CHICAGO
DALLAS
DETROIT
ST LOUIS
TORONTO
PHOENIX
FLORIDA
NEW JERSEY
NY RANGERS
NY ISLANDERS
PHILADELPHIA
TAMPA BAY
WASHINGTON
BOSTON
BUFFALO
HARTFORD
MONTREAL
OTTAWA
PITTSBURGH
AVALANCHE™
PANTHERS®
AWAY
HOME
LEMIEUX
SAKIC
SHEPPARD
MELLANBY
SKATE
SHOOT
PASS
CHECK

The Team Selection Screen displays the players and teams available in the game. One team is represented by Blue, and the other is Red. Press **Up**, **Down**, **Left** or **Right** to highlight the team you want. Press the **Turbo Button** to cycle through the available 2-man squads for the team you chose.

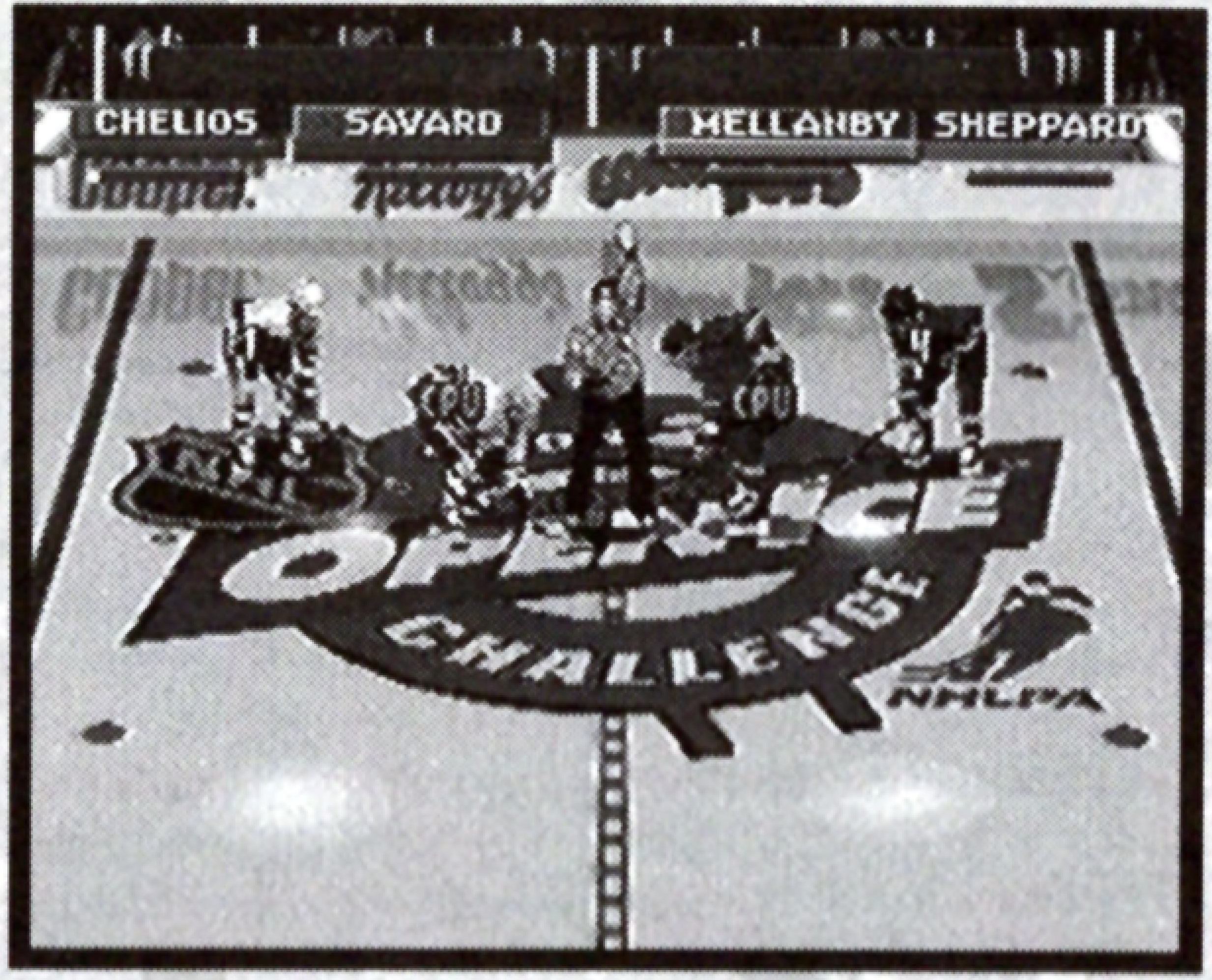
Make sure the player you want to use is in the position that corresponds to your controller. **For example**: With 2 players, controller 1 corresponds to Player 1 (blue team), and controller 2 corresponds to Player 4 (red team). With 4 players, the Blue team corresponds to controller 1 and 2 respectively; Player 1 on the left and Player 2 on the right. The Red team corresponds to Players 3 (left) and 4 (right).

As you cycle through the squads, their attributes are displayed below their faces. Press the **Pass Button** to switch between your team's Home or Away jerseys. When you find the players you want, press the **Shoot Button** to select them and go to the Tonight's Game Screen.

The Tonight's Game Screen

After you've selected your team(s), this screen will appear. Try different button combinations to enable hidden power ups. Also try entering codes in the few seconds prior to the first face-off.

THE-FACE-OFF



At the center of the ice, the referee will position himself to drop the puck. You won't have much time before the puck is dropped, but you can still set yourself up before play begins.

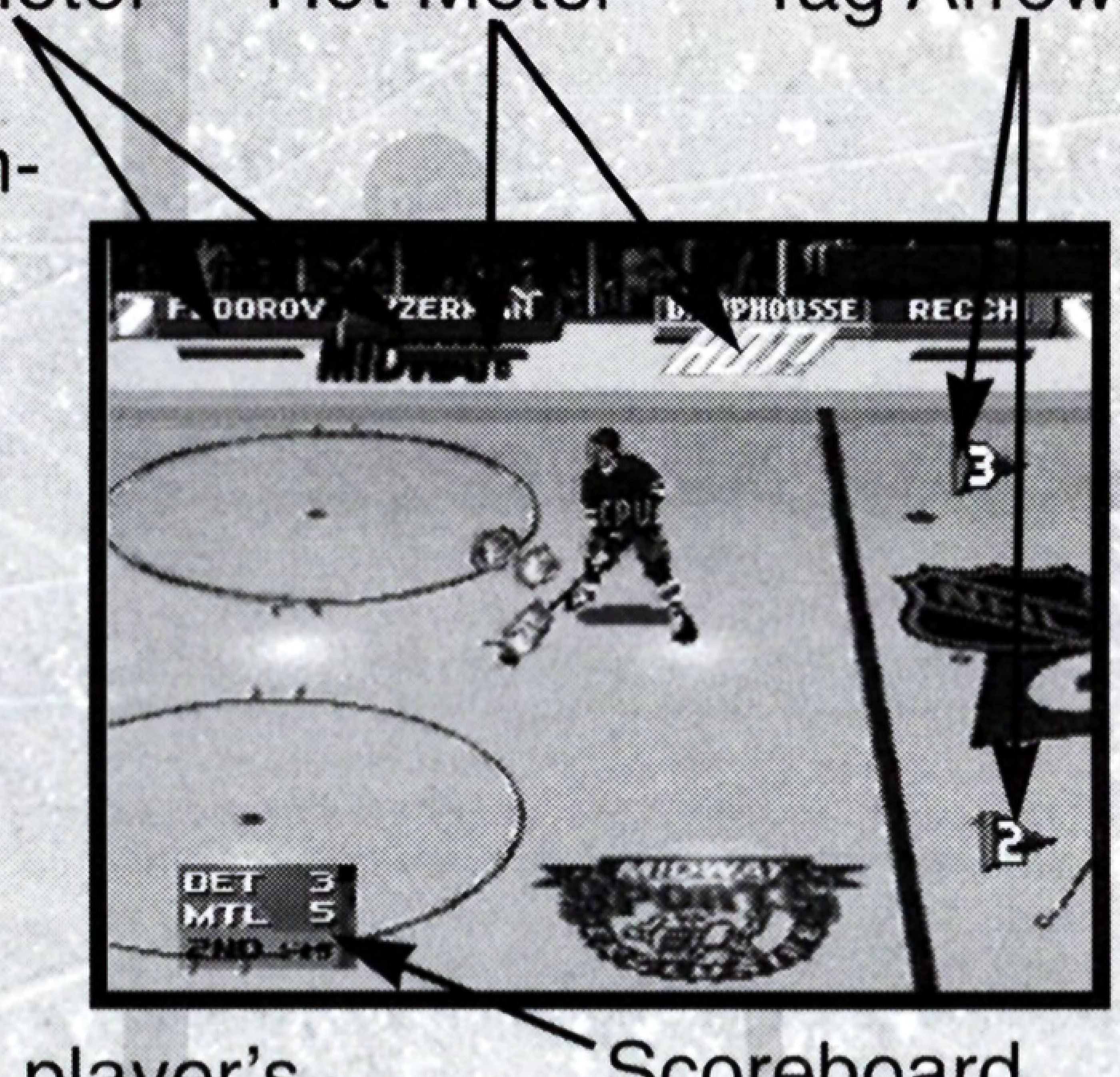
If you're controlling the player taking the face-off, press the **Pass Button** to fight for control of the puck.

If you're in position behind the face-off, press the **Directional Button Up** or **Down** to position yourself where you want. If your teammate wins the face-off, the puck should come right to you.

At the beginning of each period, after a play stoppage or following each goal scored, you'll go to the face-off. If your goaltender stops a shot and covers up the puck, the face-off will occur in one of the face-off areas near your net. After each goal and at the beginning of a period, the face-off will occur at center ice.

PLAYING THE GAME

Before you begin playing, review the following information to familiarize yourself with the elements on-screen and the finer points of the game. The top of the screen displays the names of the four skaters on the ice, a **Turbo Meter** and a **Hot Meter**. **Tag Arrows** are located above each player's head. Read below for descriptions of each item:


Turbo Meter
Hot Meter
Tag Arrows
Scoreboard

Tag Arrows - Below each name, you'll find a color. These colors match the numbered Tag Arrows located above each player's head. The arrows help you keep track of your player, as well as your opponents. When a player is off-screen, the Tag Arrow will move to the side of the screen to point to the location of that player.

Turbo Meter - Each Turbo Meter is color coded to match your player's Tag Arrow. As you use the turbo, the colored meter diminishes. It recharges automatically when not in use and following a goal.

Hot Meter - The Hot Meter is located beneath the Turbo Meter. As you make passes, shoot, check and score, the meter gradually illuminates. When it's completely illuminated, you must score a goal to get hot. When you're hot, you will have unlimited turbo and a higher shot percentage. You'll remain Hot only until you score 3 goals or your opponent scores just one goal. Then, your Hot Meter will reset, and you'll have to build it up again.

Scoreboard and Timer - During play, the score and time of the game is displayed in the lower portion of the screen. When a goal is scored, the Main Scoreboard appears with the score, time remaining and video clips.

Passing the Puck - With only one teammate to deal with, passing is quite simple. When you press the **Pass Button**, the puck will automatically go toward your teammate. The advantage will go to the player that knows when to pass. A teammate streaking toward the net is begging for a pass, but make sure you have the open ice required to get it there.

Shooting - Shooting isn't quite as simple as the pass. Anytime you shoot, the puck will go toward the net, but you can direct the area of the net you'd like it to go. Here are some different types of shooting skills:

- **Wrist Shot** - Quickly tap the **Shoot Button** to attempt a quick wrist shot.
- **Slap Shot** - Press the **Directional Button** away from the opposing net, then press the **Shoot Button** to lift the puck off the ice and into the upper portion of the net.
- **The One-Timer** - As a teammate is streaking toward the net, press the **Pass Button**, then press the **Shoot Button** to shoot the puck on the fly. If executed correctly, this deceptive shot is lightning fast and almost unstoppable.

PLAYING THE GAME

- **Specialty Shots** - When you press the **Turbo Button** and the **Shoot Button** together, your player will wind up and let a powerful shot fly toward the net. The player animations of this shot change randomly, but the effectiveness of this shot remains very impressive. These shots require a healthy supply of turbo. You'll love this "Sweet Money Maker"!

Rebounds - The opposing goalie may stop the puck on your first shot, but the puck sometimes deflects in front of him. If you're still near the net, keep pressing the **Shoot Button** to punch the rebound into the net.

Checking - Just because your opponent has control of the puck doesn't mean you can persuade him to hand it over. Here are some checking techniques to consider:

- **Poke Check** - While on defense, skate up next to the opponent with the puck and press the **Steal Button** to attempt a steal of the puck. It takes some practice to perfect this skill.
- **Power Check** - While on defense, make a beeline for your opponent, then press the **Turbo Button** and **Steal Button** together. If you make contact, you're opponent will hit the ice, and the puck should be at your skates. You can't lay out a power check without a good supply of turbo.

Blocking Shots - You can block a pass or shot by positioning yourself between your opponent and his target. Press the **Block Button** to kneel down and block his pass or shot.

Controlling your CPU Teammate - If you're playing a game with a CPU teammate, you can control his passing and shooting just the same as your own.

Controlling your Goalie - You can't control his movement in the net or puck stopping ability, but you can control whether he passes or covers up the puck for a face-off. When he covers up the puck, you have a couple seconds to press the **Pass Button** and pass the puck back out. If your opponents are nearby, you might want to let play stop and take the face-off.

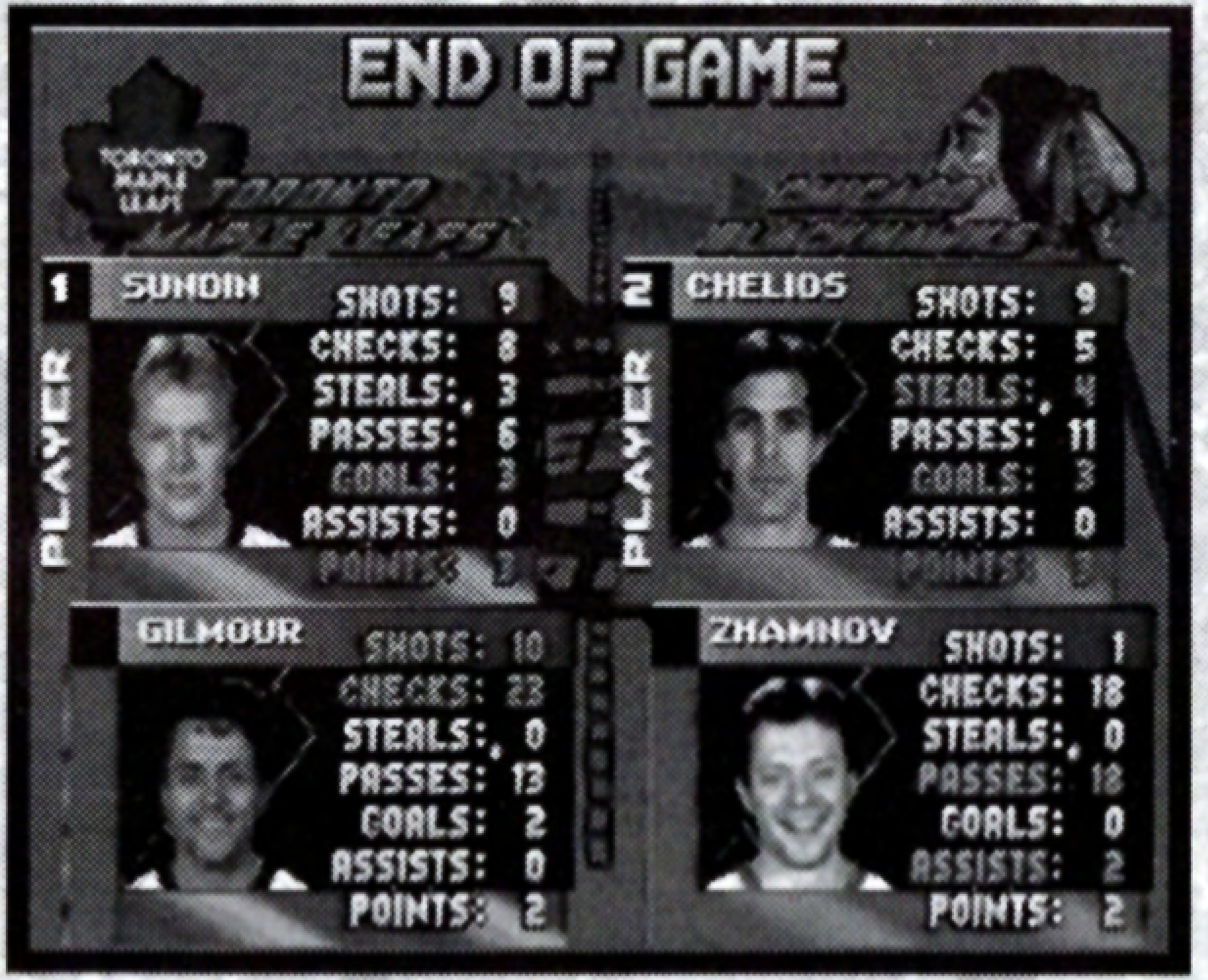
Overtime - If you and your opponent are tied at the end of the third period, you'll play a Sudden Death overtime period. The first player to score a goal in the overtime period wins the game. If neither team scores in the overtime period, the game will result in a tie.

Winning the Stanley Cup - With a Memory Card inserted in your PlayStation Console, *Open Ice* will save your personal statistics and your win/loss record. In order to win The Stanley Cup, you must defeat every NHL team. If you lose to a team, you'll continue to play that team until you defeat it.

Statistics

(Note: You must have a Memory Card in order to use this feature.)
Statistics are automatically saved to your initials when you finish a game. If you have a Memory Card inserted in your PlayStation Console, the scores will be saved even after you power down. If you played well enough, the initials you entered will then be displayed in the demo mode following a game or when you select **View Statistics** from the Main Menu (see **Main Menu**, pg. 5).

STATISTICS



1 SUNDIN
SHOTS: 9
CHECKS: 8
STEALS: 3
PASSES: 6
GOALS: 3
ASSISTS: 0
POINTS: 3

2 CHELIOS
SHOTS: 9
CHECKS: 5
STEALS: 4
PASSES: 11
GOALS: 3
ASSISTS: 0
POINTS: [illegible]

GILMOUR
SHOTS: 10
CHECKS: 23
STEALS: 0
PASSES: 13
GOALS: 2
ASSISTS: 0
POINTS: 2

ZHAMNOV
SHOTS: 1
CHECKS: 18
STEALS: 0
PASSES: 18
GOALS: 0
ASSISTS: 2
POINTS: 2

Intermission Stats

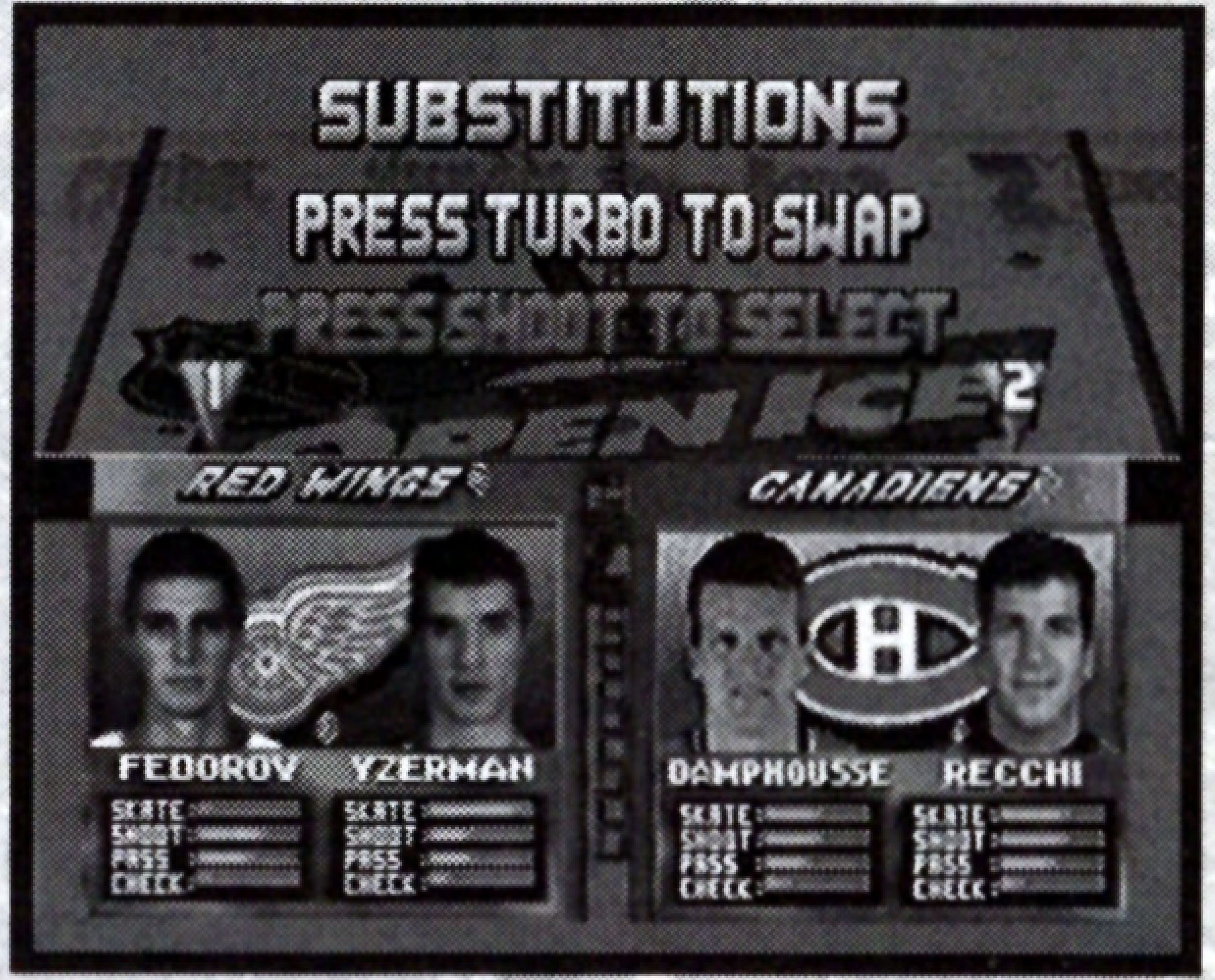
After each completed period, the End of Period Screen appears. It displays stats for each of the players that competed in the previous period. The CPU scans and updates each player's stats, then highlights the highest stat totals for that period. Each player's **Shots**, **Checks**, **Steals**, **Passes**, **Goals**, **Assists** and **Points** are recorded.

When you're finished viewing the stats, press the **X Button** to go to the Substitution Screen (see **Substitutions**, next page).

Goal Summary

Following each game, a summary of your goalie's game statistics is displayed. A breakdown of the goals scored is also available, so you can review your performance in each period.

SUBSTITUTIONS


SUBSTITUTIONS

PRESS TURBO TO SWAP

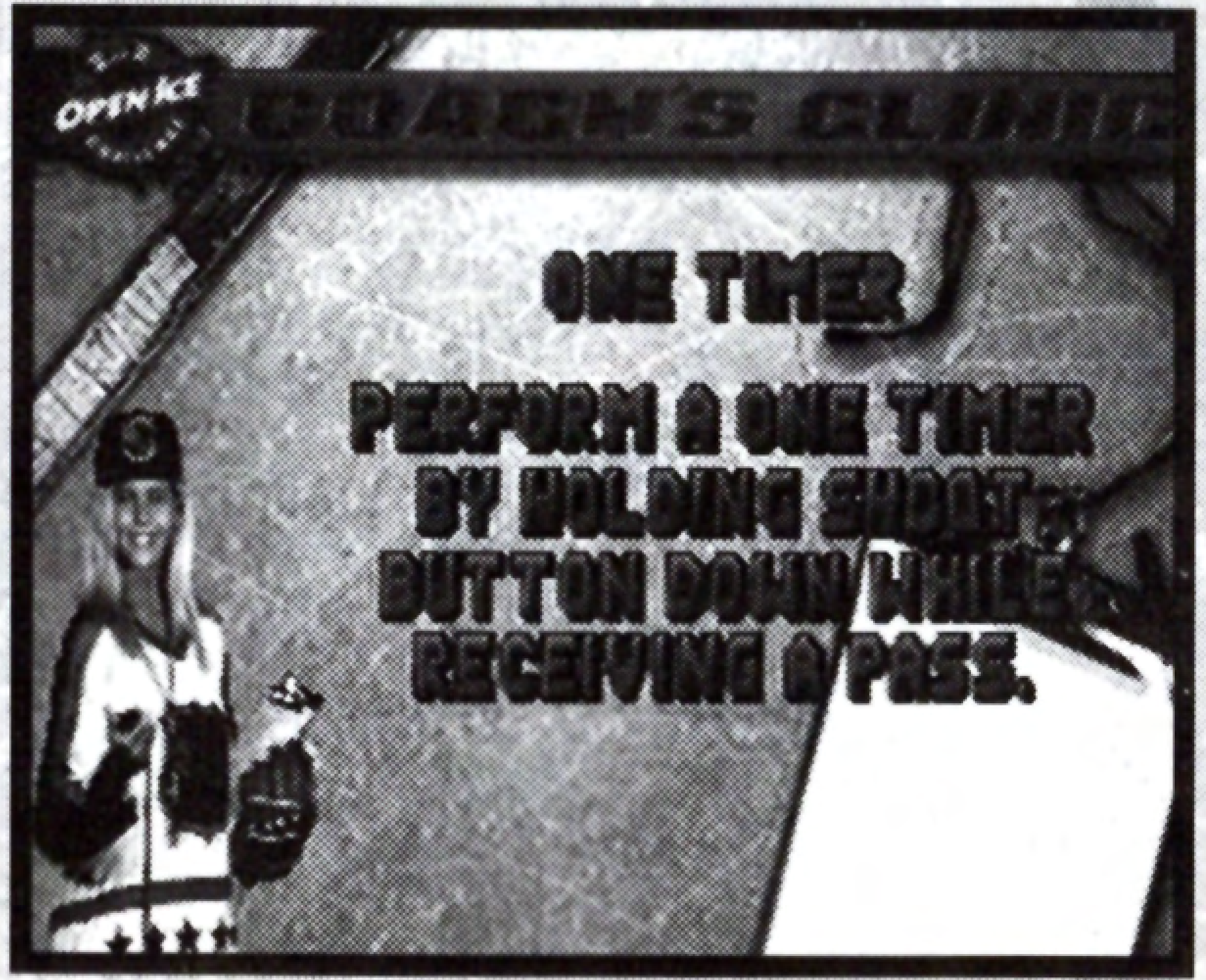
PRESS SHOOT TO SELECT

OPEN ICE
RED WINGS
CANADIENS
FEDOROV
YZERMAN
DAMPHOUSSE
RECCHI
SKATE
SHOOT
PASS
CHECK

Between periods, you can make player substitutions for the next period. The Substitution Screen displays the players and teams available in the game. One team is represented by Blue, and the other is Red. Press the **Turbo Button** to cycle the players available to substitute.

As you cycle through the squads, their attributes are displayed below their faces. When you find the players you want, press the **Shoot Button** to select them and return to the game.

TIPS


COACH'S CLINIC

ONE TIMER

PERFORM A ONE TIMER BY HOLDING SHOOT BUTTON DOWN WHILE RECEIVING A PASS.

Coaching Tips are displayed during the demo mode. Read them carefully to get helpful playing tips and special moves.

POWER-UP CODES

At the Tonight's Matchup Screen, enter these codes to make cool modifications to the game's default settings. **For example**: U + P + T = Press the Directional Button Up while holding down the Pass and Turbo Buttons simultaneously.

Key: **U** = Up, **R** = Right, **D** = Down, **L** = Left, **S** = Shoot, **P** = Pass, **T** = Turbo

Player Big Head: U + P + T

Player Normal Head: (1) D + S
(2) P

Goalie Big Head: (1) P
(2) P
(3) T
(4) S
(5) P

Goalie Huge Head: (1) R + P
(2) L + P

Hold down P, then press R, then L.

Big Puck: (1) U
(2) U
(3) D
(4) D
(5) T

Note: You must enter these codes in the numbered order shown.

Player Baby Head: (1) T
(2) T
(3) U
(4) S
(5) S
(6) U

Player Huge Head: (1) U + S + P
(2) U
(3) U + S + P
(4) U
(5) U + S + P
(6) U

Hold down U, then press S + P three times.

Goalie Baby Head: R + S
L + S

Hold down S, then press R, then L.

Goalie Normal Head: (1) S
(2) T
(3) P

POWER-UP CODES

After the Tonight's Matchup Screen fades, enter these codes prior to the game's opening face-off. You must enter these codes in the numbered order shown.

Key: **U** = Up, **R** = Right, **D** = Down, **L** = Left, **S** = Shoot, **P** = Pass, **T** = Turbo

Tournament Mode: R + S + P + T simultaneously (not versus CPU)

Computer Assist Off: (1) U
(2) D
(3) U
(4) D

Unlimited Turbo: (1) T   Can't enable versus CPU.
(2) S
(3) S
(4) R

Unlimited Check: (1) L + T
(2) L
(3) L + T
(4) L
(5) L + T
(6) L
(7) R + T
(8) R
(9) R + T
(10) R

Super Goalie: (1) D
(2) D
(3) D
(4) D
(5) D
(6) P

POWER-UP CODES

More codes to enter prior to the game's opening face-off.

Key: **U** = Up, **R** = Right, **D** = Down, **L** = Left, **S** = Shoot, **P** = Pass, **T** = Turbo

Increase Checking:
(1) U + P + T
(2) P + T
(3) U + P + T
(4) P + T
(5) U + P + T
(6) P + T
(7) L + P + T
(8) P + T
(9) R + P + T
(10) P + T
(11) R + P + T
(12) P + T

Hold down P + T, press U twice, press L once, then press R twice.

Increase Speed:
(1) S + T
(2) S + T
(3) R
(4) S + T
(5) D

Increase Shooting:
(1) S
(2) S
(3) S
(4) S
(5) S
(6) T
(7) S
(8) S
(9) S
(10) S
(11) P

Increase Passing:
(1) P
(2) T
(3) P
(4) T
(5) P
(6) P
(7) P
(8) P
(9) P
(10) T

POWER-UP CODES

Key: **U** = Up, **R** = Right, **D** = Down, **L** = Left, **S** = Shoot, **P** = Pass, **T** = Turbo

Fast Turbo Recovery:
(1) R
(2) R
(3) R
(4) R
(5) T
(6) L
(7) L
(8) T
(9) R

Increase Puck Handling:
(1) S + P
(2) S + P
(3) P
(4) P
(5) S
(6) S
(7) T
(8) T
(9) T

Here are a couple more to try at the **Tonight's Matchup Screen:**

Baby Size Body:
(1) R + T
(2) L + T

Try this one on your opponents players:

Force Fat Head:
(1) R
(2) L
(3) R
(4) L

HIGH SCORES

NAME	SCORE

HIGH SCORES

NAME	SCORE

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